

ABSTRACT

An online puzzle system for allowing a user to create, edit, store and access computer games, such as puzzles, via a remote computer in conjunction with the Internet. The user accesses the online puzzle system via the remote computer which includes a Web browser. The puzzle system also provides a plurality of functions, such as creating, editing, storing and accessing puzzles, to the user by presenting a plurality of commands, in the form of Web site hyperlinks, to the Web browser. Once the user selects one of the commands or hyperlinks, a correlating Web page may be accessed. The Web page may then request the game data needed to accomplish the corresponding function. Finally, the puzzle system may apply the design rules to the game data and dynamically generate a computer game which can be played by the user via the remote computer in conjunction with the Web browser.